Roanoke Mystery Code

Solve the symbol math problems to reveal the four-digit code that opens Governor White's locked wooden chest.

Name: _____ **Date:** _____

1 THE KEY



Every symbol is a whole number from 1 to 12. A number in front of a shape means multiply: 2 stars = 2 x star.

2 FIND THE MISSING VALUES

Some shapes in the key are missing. Use these to work them out, in order, and write them into the key.





3 CRACK THESE

1. 5 - = ☐

2. + + = ☐ CODE 1

3. + + = ☐

4. 10 + = ☐ CODE 2

5. 2 + = ☐

6. × = ☐ CODE 3

7. 2 + = ☐

8. 5 - = ☐ CODE 4

9. × = ☐

10. 10 + = ☐

4 THE VAULT CODE

☐ ☐ ☐ ☐

Write the ONES digit of your answers to problems 2, 4, 6, 8 (the ones tagged CODE 1-4), in that order. That opens the governor whites locked.

TEACHER / PARENT

Answer Key

Roanoke Mystery Code · Grade 3 Crack the Code

The key

■ square = **3** (hidden) ✚ cross = **10** ⬟ pentagon = **2** (hidden) ★ star = **7** ♥ heart = **6**

🗲 lightning bolt = **9**

Every symbol is a whole number from 1 to 12.

1.	**5**⬟ - ■ (5 x pentagon - square)	**7**
2.	♥ + ✚ + ■ (heart + cross + square)	**19**
3.	✚ + ⬟ + ★ (cross + pentagon + star)	**19**
4.	**10**★ + ✚ (10 x star + cross)	**80**
5.	**2**⬟ + ♥ (2 x pentagon + heart)	**10**
6.	■ × 🗲 (square x lightning bolt)	**27**
7.	**2**✚ + ⬟ (2 x cross + pentagon)	**22**
8.	**5**✚ - ★ (5 x cross - star)	**43**
9.	■ × ✚ (square x cross)	**30**
10.	**10**✚ + ■ (10 x cross + square)	**103**

Vault code: **9 0 7 3**